



**A SPECTacular Way to Think Outside the Box (🧠 A Brain Health Story)**  
**(3<sup>rd</sup> Grade – 8-9 yrs.)**  
**Game: Is it a Priority?**  
**Group Activity**



**STORY CONNECTION – SLIDE 10 (Approx Time: 25-30 mins)**

Now is a good time in your life when you start learning to **prioritize** all the things that you must do during a day. Prioritizing the things that you need to do means that you need to decide what is important and make sure those things get done. Managing your time is something that you are going to have to do throughout your life, so learning how to do this now is a good thing to do. Thinking outside of the box and learning how to prioritize will help you do the things that you need to do so that your brain can stay healthy.

**Materials needed:**

- Chart paper or board (optional)
- Individual tasks list for each group (optional)
- Paper
- Markers
- Score sheet (included below- optional)
- Any tasks required materials (optional)

**Preparation needed:**

- Determine student grouping (4-6 per group)
- Display the tasks and point values in the room (chart paper/board/digitally/paper copy)
  - Optional: provide 1 per group
  - Keep the list covered or out of sight until the directions are given.
  - Use the included list or create your own.
  - Some of the tasks require additional materials. Provide those materials or exclude those from the list.
  -
- Determine how to track and monitor group completion of tasks for points.

**Instructions:**

1. In this activity, teams of student(s) will prioritize tasks to complete and try to earn points for their team. The team with the most points will be declared the winner.
2. Go over all the directions before starting.
  - Tell student(s) that they will have 15 minutes to choose and complete as many activities as they can.
  - Only correctly completed activities will earn the points.

- Show student(s) the activities and point values listed on the chart prior to starting the activity
3. Ask student(s) if they have any questions or need any clarification. Clear up any misunderstandings.
  4. Place student(s) in their groups.
  5. Unveil the activities and begin timer.
  6. At the end of 15 minutes, confirm completed tasks, add up the points, and announce the winner.
  7. Conclude the activity by asking the following questions:
    - How did your group decide what tasks they wanted to do?
    - Why did your group prioritize the tasks that were quick and easy?
    - Why did your group prioritize the tasks with bonus points?
    - Why did your group prioritize the tasks with high point values?
    - Why did your group prioritize the tasks that were similar and could be grouped/completed together?
    - How did you decide who was going to do what?
    - How did you prioritize your time when completing the tasks?
    - Did you prioritize tasks that were “safe and comfortable” or ones that forced you to think and do things that were “outside the box” for your group?
    - How can you apply the strategies from this game to your everyday life such as school, homework, chores, sports, etc.?
  8. In closing, remind student(s) that prioritizing the things that they need to do means that they need to decide what is important and make sure those things get done. Managing time is something that they are going to have to do throughout their lives, so learning how to do this now is a good idea. Thinking outside of the box and learning how to prioritize will help them do the things that they need to do so that their brain can stay healthy.

Activity Idea Credit: <https://symondsresearch.com/free-time-management-games/>

## Task List and Point Values

Name:		
Tasks	Point Values	Bonus
Do a lap around the room.	5 points	
Make something for the teacher to wear such as a hat or tie.	10 points	5 points if the teacher wears it.
Find out and write down the middle name of everyone in your group.	5 points	
Sing a song as a group.	15 points	5 points if someone sings a solo during the song.
Make a paper airplane and throw it from one wall to another.	10 points	
Get everyone in the room to write their name on a piece of paper.	5 points	10 points for first and last name.
Count and record the names of all the pets of everyone in your group.	10 points	
Come up with a nickname for each person in your group.	5 points	5 points if everyone has a nametag with that nickname on it.
Convince a member of your group to go to another group.	15 points	
Give your team a name and come up with a slogan	5 points for the name	5 points for the slogan
Make up a dance routine and everyone in the group must participate.	15 points	
Make a paper chain that goes from one side of the room to another (wall to wall).	15 points	
Each group member must do 20 jumping jacks.	5 points	
Count to ten in another language.	5 points	